

**AMENDMENTS TO THE CLAIM**

Please amend the claims as follows.

1. — 22. (Cancelled)

23. (Currently Amended) A method for communicating between threads, comprising:

invoking, using a hardware processor, a first thread;

associating, using the hardware processor, a first input stream and a first output stream with the first thread;

invoking, using the hardware processor, a second thread;

associating, using the hardware processor, a second input stream and a second output stream with the second thread;

connecting, using the hardware processor, the first output stream to the second input stream;

invoking, using the hardware processor, a stream operator to write a first data value from the first thread to the second thread after connecting the first output stream to the second input stream, wherein the stream operator ~~connects the first output stream to the second input stream and~~ sends the first data value from the first output stream to the second input stream;

generating, by the second thread and using the hardware processor, using the second ~~[[thread]]~~ a second data value by performing an operation on the first data value; and

invoking, using the hardware processor, the stream operator to write the second data value from the second thread to the first thread, wherein the stream operator connects the second output stream to the first input stream and sends the second data value from the second output stream to the first input stream,

wherein at least one selected from the group consisting of the first thread and the second thread manages an operating system process and comprises:

a program counter;

a stack;

a state; and

a register set.

24. (Cancelled)

25. (Cancelled)

26. (Previously Presented) The method of claim 23, wherein the second thread is a child thread of the first thread.

27. (Previously Presented) The method of claim 23, wherein at least one selected from the group consisting of the first input stream, the first output stream, the second input stream, and the second output stream is a standard stream.

28. (Previously Presented) The method of claim 27, wherein the standard stream is directly built into a dynamically typed programming language.

29. (Previously Presented) The method of claim 23, further comprising:

associating a first error stream with the first thread.

30. (Currently Amended) A non-transitory computer readable storage medium storing instructions for communicating between threads, the instructions comprising functionality to:

invoke a first thread;

associate a first input stream and a first output stream with the first thread;

invoke a second thread;

associate a second input stream and a second output stream with the second thread;

connect the first output stream to the second input stream;

invoke a stream operator to write a first data value from the first thread to the second thread after the first output stream is connected to the second input stream, wherein the stream operator ~~connects the first output stream to the second input stream and wherein the stream operator~~ sends the first data value from the first output stream to the second input stream;

generate, by the second thread, use the second thread to generate a second data value by performing an operation on the first data value; and

invoke the stream operator to write the second data value from the second thread to the first thread, wherein the stream operator connects the second output stream to the first input stream and [[writes]] sends the second data value from the second output stream to the first input stream,

wherein at least one selected from the group consisting of the first thread and the second thread manages an operating system process and comprises:

- a program counter;
- a stack;
- a state; and
- a register set.

31. — 32. (Cancelled)

33. (Currently Amended) The non-transitory computer readable storage medium of claim 30, wherein the second thread is a child thread of the first thread.

34. (Currently Amended) The non-transitory computer readable storage medium of claim 30, wherein at least one selected from the group consisting of the first input stream, the first output stream, the second input stream, and the second output stream is a standard stream.

35. (Currently Amended) The non-transitory computer readable storage medium of claim 34, wherein the standard stream is directly built into a dynamically typed programming language.

36. (Currently Amended) The non-transitory computer readable storage medium of claim 30, wherein instructions further comprising functionality to:  
associate a first error stream with the first thread.

37. (Previously Presented) The method of claim 23, wherein the first thread and the second thread are associated with a single process.

38. (Currently Amended) The non-transitory computer readable storage medium of claim 30, wherein the first thread and the second thread are associated with a single process.

39. (Currently Amended) The non-transitory computer readable storage medium of claim 30, wherein the stream operator is a symbol.
40. (Previously Presented) The method of claim 23, wherein the stream operator is a symbol.